



**City Summary Crash Report**

**1/1/2012 to 12/31/2012**

City : Spaulding | \*See Notes at End of Report.

Spaulding	Number Of Crashes							Injury Severity			
	Total	Fatal	Injury	Property Damage	Total Vehicles	Total Killed	Total Injured	A	B	C	O
<b>WEATHER CONDITION</b>											
Clear	2	0	1	1	4	0	1	0	0	1	3
Fog/Smoke/Haze	1	0	0	1	2	0	0	0	0	0	3
Snow	1	0	1	0	2	0	1	0	1	0	1
<b>TOTALS</b>	<b>4</b>	<b>0</b>	<b>2</b>	<b>2</b>	<b>8</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>7</b>
<b>TYPE OF CRASH</b>											
Angle	1	0	1	0	2	0	1	0	1	0	1
Rear End	1	0	0	1	2	0	0	0	0	0	2
Sideswipe Same Direction	1	0	1	0	2	0	1	0	0	1	1
Turning	1	0	0	1	2	0	0	0	0	0	3
<b>TOTALS</b>	<b>4</b>	<b>0</b>	<b>2</b>	<b>2</b>	<b>8</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>7</b>



**City Summary Crash Report**

**1/1/2012 to 12/31/2012**

City : Spaulding | \*See Notes at End of Report.

Spaulding	Number Of Crashes							Injury Severity				
	Total	Fatal	Injury	Property Damage	Total Vehicles	Total Killed	Total Injured	A	B	C	O	
<b>CLASS OF CITY</b>												
0 TO 2,500	4	0	2	2	8	0	2	0	1	1	7	
<b>TOTALS</b>	<b>4</b>	<b>0</b>	<b>2</b>	<b>2</b>	<b>8</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>7</b>	
<b>ROAD SURFACE CONDITION</b>												
Dry	3	0	1	2	6	0	1	0	0	1	6	
Wet	1	0	1	0	2	0	1	0	1	0	1	
<b>TOTALS</b>	<b>4</b>	<b>0</b>	<b>2</b>	<b>2</b>	<b>8</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>7</b>	



**City Summary Crash Report**

**1/1/2012 to 12/31/2012**

City : Spaulding | \*See Notes at End of Report.

Spaulding	Total	Number of Crashes				Total Vehicles	Total Total		Injury Severity			O
		Fatal	Injury	Property Damage	Killed		Injured	A	B	C		
<b>CLASS OF TRAFFICWAY</b>												
State Numbered Urban		4	0	2	2	8	0	2	0	1	1	7
<b>TOTALS</b>		<b>4</b>	<b>0</b>	<b>2</b>	<b>2</b>	<b>8</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>7</b>
<b>DAY OF WEEK</b>												
Monday		2	0	1	1	4	0	1	0	1	0	3
Tuesday		1	0	1	0	2	0	1	0	0	1	1
Friday		1	0	0	1	2	0	0	0	0	0	3
<b>TOTALS</b>		<b>4</b>	<b>0</b>	<b>2</b>	<b>2</b>	<b>8</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>7</b>



**City Summary Crash Report**

**1/1/2012 to 12/31/2012**

City : Spaulding | \*See Notes at End of Report.

Spaulding	Number Of Crashes							Injury Severity				
	Total	Fatal	Injury	Property Damage	Total Vehicles	Total Killed	Total Injured	A	B	C	O	
<b>TIME OF DAY</b>												
05 AM	1	0	0	1	2	0	0	0	0	0	0	3
10 AM	1	0	1	0	2	0	1	0	1	0	0	1
2 PM	1	0	1	0	2	0	1	0	0	1	0	1
4 PM	1	0	0	1	2	0	0	0	0	0	0	2
<b>TOTALS</b>	<b>4</b>	<b>0</b>	<b>2</b>	<b>2</b>	<b>8</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>7</b>



**City Summary Crash Report**

**1/1/2012 to 12/31/2012**

City : Spaulding | \*See Notes at End of Report.

Spaulding	Number Of Crashes							Injury Severity			
	Total	Fatal	Injury	Property Damage	Total Vehicles	Total Killed	Total Injured	A	B	C	O
<b>LIGHT CONDITION</b>											
Darkness/ Lighted Road	1	0	0	1	2	0	0	0	0	0	3
Daylight	3	0	2	1	6	0	2	0	1	1	4
<b>TOTALS</b>	<b>4</b>	<b>0</b>	<b>2</b>	<b>2</b>	<b>8</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>7</b>
<b>ROAD DEFECTS</b>											
No Defects	4	0	2	2	8	0	2	0	1	1	7
<b>TOTALS</b>	<b>4</b>	<b>0</b>	<b>2</b>	<b>2</b>	<b>8</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>7</b>



**City Summary Crash Report**

**1/1/2012 to 12/31/2012**

City : Spaulding | \*See Notes at End of Report.

Spaulding	Number Of Crashes							Injury Severity			
	Total	Fatal	Injury	Property Damage	Total Vehicles	Total Killed	Total Injured	A	B	C	O
<b>TRAFFIC CONTROL</b>											
No Controls	1	0	0	1	2	0	0	0	0	0	2
Stop Sign/Flasher	3	0	2	1	6	0	2	0	1	1	5
<b>TOTALS</b>	<b>4</b>	<b>0</b>	<b>2</b>	<b>2</b>	<b>8</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>7</b>
<b>ROADWAY FEATURE</b>											
Not Applicable	4	0	2	2	8	0	2	0	1	1	7
<b>TOTALS</b>	<b>4</b>	<b>0</b>	<b>2</b>	<b>2</b>	<b>8</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>7</b>



**City Summary Crash Report**

**1/1/2012 to 12/31/2012**

City : Spaulding | \*See Notes at End of Report.

Spaulding	Number Of Persons						Injury Severity				
	Total	Fatal	Injury	Property Damage	Total Vehicles	Total Killed	Total Injured	A	B	C	O
<b>DRIVER CONDITION</b>											
Alcohol Impaired	1	0	0	1	1	0	0	0	0	0	1
Asleep/Fainted	1	0	1	0	1	0	1	0	1	0	0
Normal	5	0	2	3	5	0	1	0	0	1	4
Other/Unknown	1	0	1	0	1	0	0	0	0	0	1
<b>TOTALS</b>	<b>8</b>	<b>0</b>	<b>4</b>	<b>4</b>	<b>8</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>6</b>



**City Summary Crash Report**

**1/1/2012 to 12/31/2012**

City : Spaulding | \*See Notes at End of Report.

Spaulding		Number Of Persons						Injury Severity				
		Total	Fatal	Injury	Property Damage	Total Vehicles	Total Killed	Total Injured	A	B	C	O
<b>DRIVER AGE/GENDER</b>												
22-24												
	Female	1	0	1	0	1	0	0	0	0	0	1
25-29												
	Male	2	0	0	2	2	0	0	0	0	0	2
50-54												
	Female	1	0	1	0	1	0	1	0	0	1	0
	Male	1	0	1	0	1	0	0	0	0	0	1
65-69												
	Female	1	0	0	1	1	0	0	0	0	0	1
70-74												
	Male	1	0	0	1	1	0	0	0	0	0	1
95-98												
	Male	1	0	1	0	1	0	1	0	1	0	0
<b>TOTALS</b>		<b>8</b>	<b>0</b>	<b>4</b>	<b>4</b>	<b>8</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>6</b>



**City Summary Crash Report**

**1/1/2012 to 12/31/2012**

City : Spaulding | \*See Notes at End of Report.

	Number Of Persons				Property Damage	Total Vehicles	Total Killed	Total Injured	Injury Severity			
	Total	Fatal	Injury						A	B	C	O

**PEDALCYCLIST AGE/GENDER**

Spaulding	Number Of Vehicles				Property Damage	Total Vehicles	Total Killed	Total Injured	Injury Severity			
	Total	Fatal	Injury						A	B	C	O

**VEHICLE DEFECTS**

None	6	0	4	2	6	0	2	0	1	1	4
Unknown	2	0	0	2	2	0	0	0	0	0	3
<b>TOTALS</b>	<b>8</b>	<b>0</b>	<b>4</b>	<b>4</b>	<b>8</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>7</b>

**VEHICLE TYPE**

Passenger	5	0	1	4	5	0	1	0	0	1	5
Pickup	3	0	3	0	3	0	1	0	1	0	2
<b>TOTALS</b>	<b>8</b>	<b>0</b>	<b>4</b>	<b>4</b>	<b>8</b>	<b>0</b>	<b>2</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>7</b>

**Notes**

Calendar data selections include data based on the date of the crash. Year selections include data based on the Statistical year in which the crash was processed